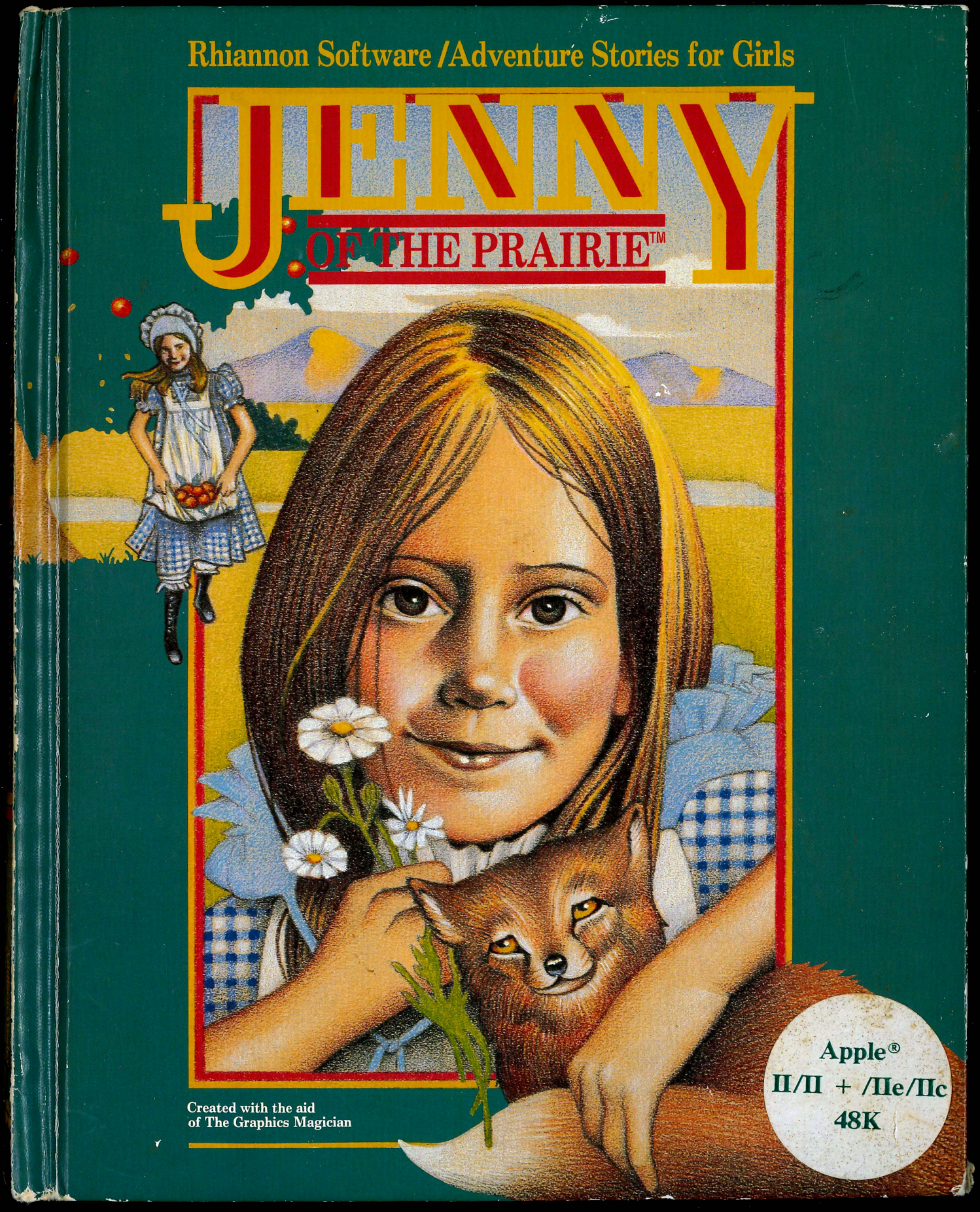
Rhiannon Software /Adventure Stories for Girls

JENNY OF THE PRAIRIE™



Created with the aid
of The Graphics Magician

Apple®
II/II + /IIe/IIc
48K

TO BE KEPT AT

FRONT DESK

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BASE L[illegible], FL 3643
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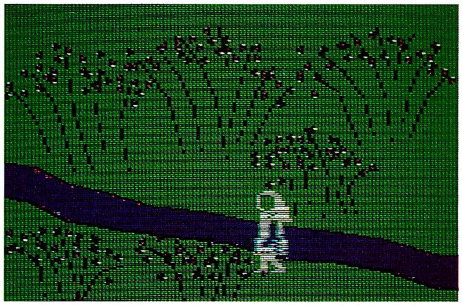
About this program

When a girl enters the world of Rhiannon Software, she's not just playing games. She's learning. She's using her imagination. And she's entering the computer age. Rhiannon Adventure Stories are a unique way for both girls and boys, aged 7 to 12, to develop an enthusiastic and realistic appreciation of computers.

"Boys are often more computer literate than girls because most of the games on the market are aimed directly at them. Elizabeth Stott and Lucy Ewell of Rhiannon Software decided that they were going to do something about all this."

Infoworld

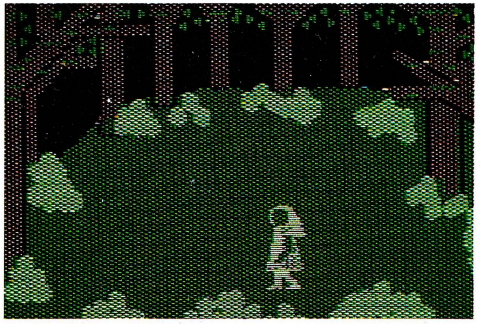


"Rhiannon Adventure Stories present children with complex problem-solving challenges . . . designed to reinforce sequential thinking and problem-solving prowess. Jenny's use of the keyboard provides this valuable computer exposure for girls."

Classroom Computer Learning

"If women are to be among the ranks of tomorrow's computer literate, computers must be made more appealing to girls now. . . . Rhiannon products are healthy signs."

Curriculum Product Review



"As an introduction to computers and computer games, [Rhiannon Software] is super, and it's bound to be a catalyst for some female computer geniuses."

Softalk

This package contains:

One 5¼" floppy diskette
Program documentation
Tear-out reference card

To run this program:

Apple II, II+, IIe, IIc computer
Memory: 48K
One disk drive
Color/Monochrome monitor

To start the game

1. Insert the game diskette into Drive A of your Apple computer system and close the drive door.

2. If your machine is turned off, turn on the monitor first, then turn on the power switch. The disk drive will spin the diskette and the program will load.

3. If the system is already turned on, turn the system power off and then on again. The disk drive will spin and the program will load. If you have an Apple IIe, depress the CTRL, Open Apple, and Reset keys at the same time.

4. Be sure that the uppercase key is locked in.

5. If you choose the sound option, you'll hear extra cues while playing the game.

Troubleshooting

If your program fails to load as described above, check each of the following items:

1. Check to see that your computer and disk drive are plugged in correctly, connected properly, and that the system power is on.

2. Check to see that the diskette is inserted properly and that the drive door is closed.

3. Be sure that the diskette is in the proper disk drive.

4. Inspect the diskette carefully for any visible damage.

5. Turn off the system and follow the instructions for loading the program again. Or try loading the program on another computer.

6. Try again; the problem may be only momentary.

JENNY OF THE PRAIRIE™

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TO BE KEPT AT FRONT
DESK.

JENNY OF THE PRAIRIE™

Rhiannon Software / Adventure Stories for Girls

ADDISON-WESLEY PUBLISHING COMPANY

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JENNY
OF THE PRAIRIE™

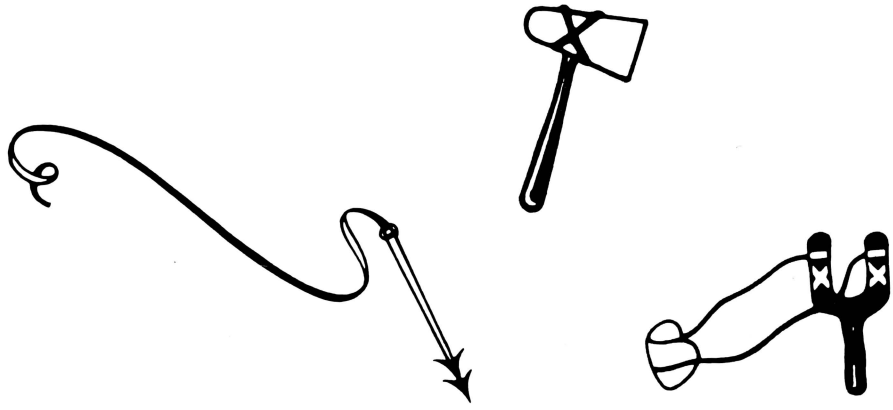
THE STORY OF JENNY

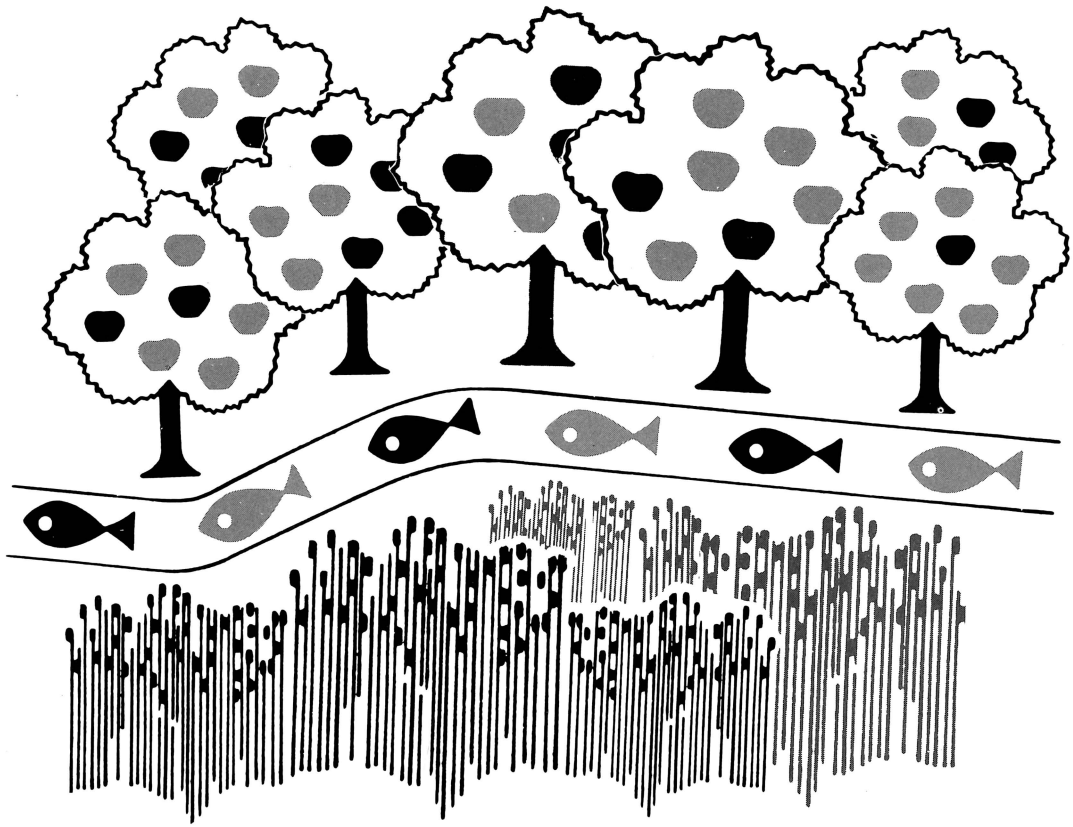
The canvas-covered wagons left a trail of dust behind them as the summer sun beat down on the prairie. Jenny was thirsty and the sun felt hot on her blue gingham dress. She could see a small creek running down a hill not far away through the wild meadow flowers. Jenny quickly jumped from the back of the wagon as it rolled along through the prairie.

She ran to the creek and kneeled to cup the water in her hands the way the wagoneers had taught her. As she glanced over her shoulder, she could see the wagon train moving along. She knew she could easily catch up with them. Jenny was a good runner.

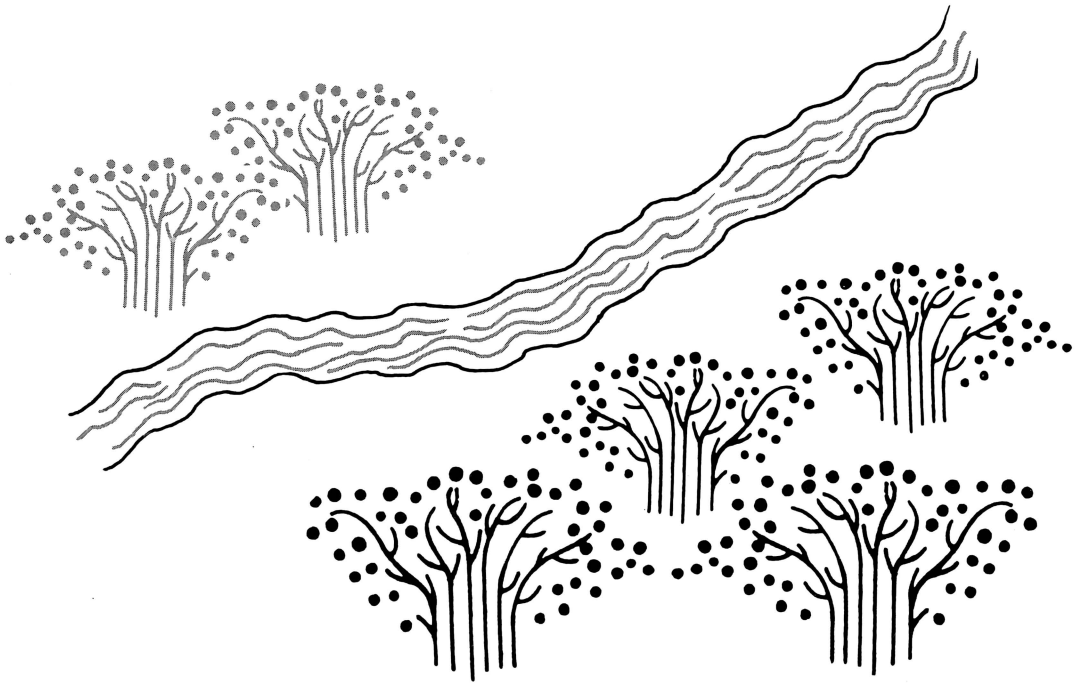
It had been nearly two months since she and her family had left their Massachusetts farm. As long as she could remember, every year the grownups had talked about "going west." She never thought they really meant it. But this year, in the spring of 1842, her parents had sold the farm, put all the possessions they could pack into a canvas-covered wagon, and started on the long, dusty journey west to the "land of many lakes."

Jenny thought of all she had learned from the wagoneers. They'd taught her how to chop wood and build a fire; how to fish with a spear (although she still hadn't managed to catch one of the swift-swimming trout that lived in the prairie streams); how to aim a slingshot; and even how to make pancakes from wild





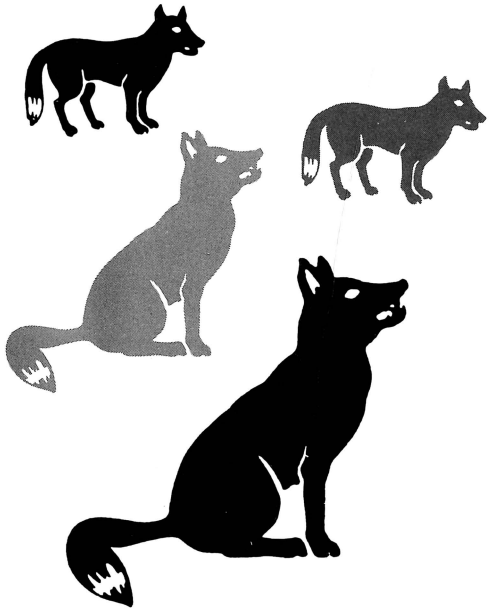
wheat grasses ground between two stones. Life had certainly been different back home! Still, Jenny had grown to love her new pioneer life and was proud of her new skills. She now enjoyed sleeping outdoors and cooking meals over an open fire. Even the food they ate on the prairie was different. About a quarter of a mile back the wagon train had passed through a grove of apple trees. The grownups said it must have been planted years before by someone named Johnny Appleseed.

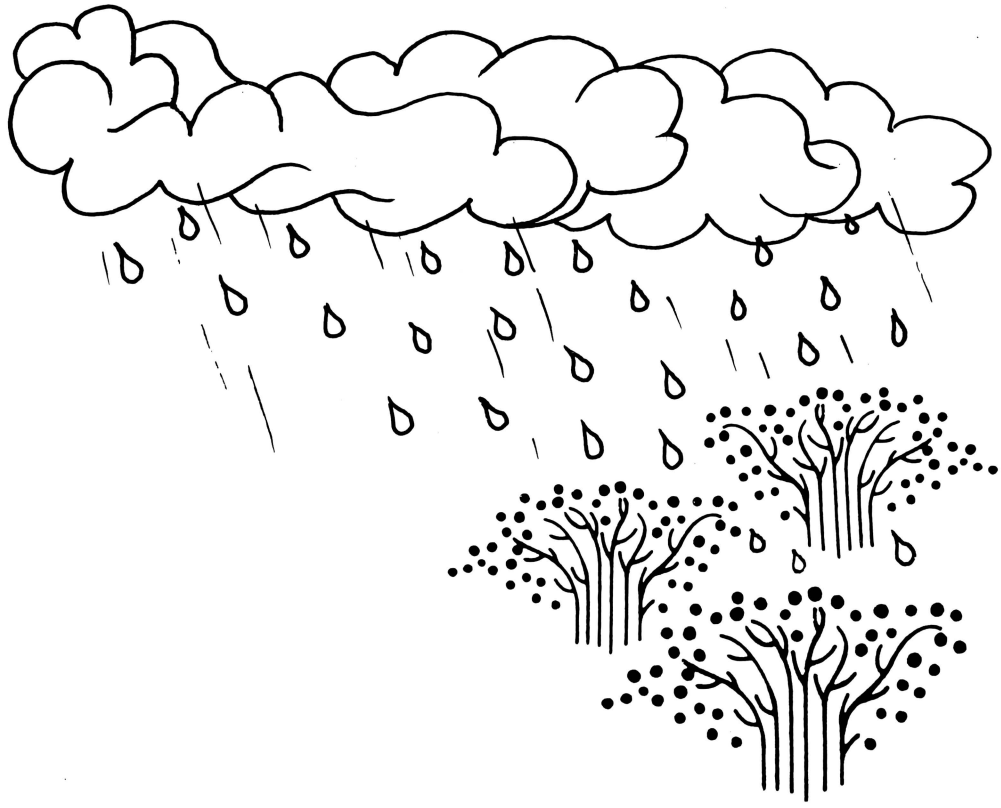


On the other side of the creek, a patch of wild raspberries caught her eye. She carefully made her way, walking on the slippery stones, until she reached the other side.

A sharp rustling noise came from the bushes. Jenny turned. A small squirrel stood frozen in fear, and she laughed quietly to herself for being afraid of such a small animal. The wagoneers had taught her about the wild animals they'd seen along the trail—some were

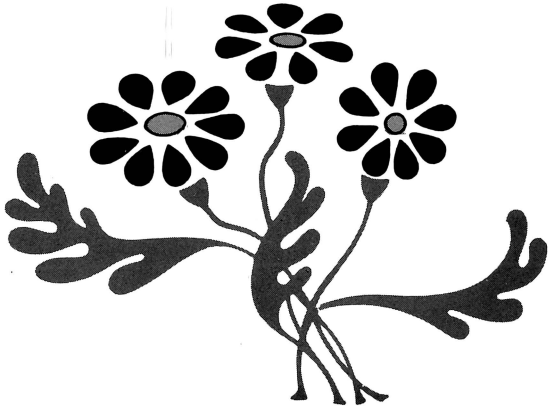
good for fur and food, some were dangerous, and some could even be tamed. Reaching into the pocket of her blue gingham dress, she brought out a piece of bread saved from breakfast. She tossed it to the squirrel, who cautiously jumped up and nibbled at it. Jenny watched. She threw another piece . . . and another.





A gust of wind blew her hair back and cooled her. She was so busy taming the squirrel that she hadn't noticed the black clouds that were sweeping across the prairie. Suddenly the rain began to fall and the squirrel scurried away. The drops of water came faster and faster. The wind blew hard and the rain fell so fiercely that she couldn't even see across the creek. Frightened and wet, Jenny crawled under the raspberries, scraping herself on the thorns. She huddled close to the ground, trying to stay dry. The storm may have lasted minutes . . . or hours . . . she wasn't sure, but it seemed like forever.

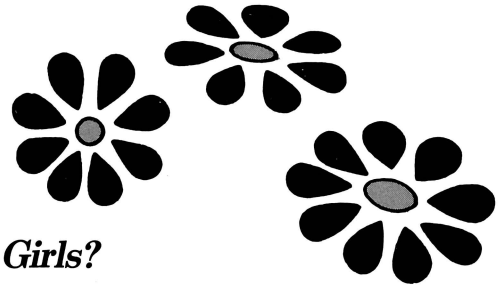
When the rain and wind had calmed enough for her to stand up, she ran toward the trail, but she couldn't see the wagons. She ran in the direction she thought they had gone, but she couldn't see them anywhere! She searched and searched until the cloudy sky turned dark. Suddenly, Jenny realized she was alone. No one had seen her jump from the back of the wagon, and in the confusion of the storm they probably had not noticed that she was missing. Jenny felt frightened, but she knew she had to think calmly. The chances of her parents finding her in the vast prairie, or of another wagon train happening by before winter, were very small. She knew she had to think hard to remember all that the wagoneers had taught her, and to learn as much as she could from the prairie in order to survive until spring.



HERE COMES JENNY . . .

Tear out the perforated reference card from the back of this package. It contains all the information you need to play the game. If you need additional information, refer to "How to Play JENNY OF THE PRAIRIE," page 17.

A Note to Parents and Teachers From the Authors



Why Adventure Stories for Girls?

The major goal of Rhiannon Software Adventure Stories is to open the doors of software development so that all children can freely explore the fascination of computers. Most people get their introduction to computers from games; they are an entertaining, casual way of becoming acquainted with hardware and software and of developing an interest in the potential capabilities of computers. Many computer games currently available rely on strategies that generally appeal more to boys than to girls. The need to interest girls in computer technology demands a response from those who care about their economic and social equality.

Combining our expertise in counseling psychology and software design, we have created a line of adventure stories that are intriguing to girls. We chose a theme of basic survival for our series because survival tasks are important and interrelated. Opportunities are limited by the resources of the environment, and creativity is demanded to solve complex problems for which there are no "correct" answers. Reality must be confronted continually, and maintenance tasks repeated in cycles. Solving these adventures is more like weaving an intricate design, in contrast to the linear strategy found in most computer games. We are pleased that both girls and boys enjoy playing Rhiannon Adventure Stories. We hope that, in the future, girls and boys will have equal physical and psychological access to computers.

Several features of the Rhiannon adventure series are intentionally different from other games and teaching programs.

What Rhiannon Adventure Stories Do Have

- self-paced stories that reward experimentation, with no "right" or "wrong" answers
- realistic survival adventures
- strong female characters
- challenges designed to expand knowledge of computers, including the use of the keyboard and documentation
- carefully researched settings that reflect real-world environments
- situations that encourage creative problem-solving

What Rhiannon Adventure Stories Do Not Have

- frenetic time pressures to win or lose
- subhuman or superhuman characters
- wimpy damsels in distress
- problems that require only mindless hand-eye coordination or repetitive joystick movements
- misleading historical or geographical data
- inherent violence in plot and graphics

Adults support the mind-challenging nature of Rhiannon Adventure Stories, the tendency for girls to play them cooperatively and for younger children to play them with adults or older siblings. But while having fun, children are also learning basic computer skills, like entering "program commands" on the keyboard, understanding "user-friendly error messages," referring to "documentation" while "operating the program," and recognizing the interaction among program, data entry, and disk access.

What Makes Rhiannon Adventure Stories Unique

PACE OF THE STORIES

We didn't design these stories to be fast; we designed them to be endlessly fascinating. Time in these stories is determined by the child's speed of play, not by the computer. We have found that children will spend many hours discovering the possibilities of the program and exploring the story environment. This is in sharp contrast to many computer games that rely entirely on speed to maintain interest. Adults should not be frustrated that they cannot "win" this child's story in one try; children enjoy hours of experimentation and discovery on their way to computer competence.

REALISM AND ACCURACY

The characters in the Rhiannon series are modeled after real people. Children can personally identify with their goals and activities. The settings and plots have been rigorously researched to be sure that they are teaching children accurate facts about the world around

them. Wildlife, vegetation, and clothing are accurately represented. We designed the stories to be congruent with the idea that computers are useful learning tools.

RANGE OF COMPLEXITY

An enjoyable way to begin with Rhiannon Software is for parents and children to read the story before starting to use the program. A general familiarity with the instructions allows the child to move the character about the landscape, but to complete the stories, a more thorough understanding of the program is required. The program structure allows children to select the level of playing difficulty. Higher levels require more inventive solutions to challenging problems. In this way, Rhiannon Adventure Stories maintain interest at different age levels and degrees of computer experience. Children often comment, "This game makes you use your mind more."

Because the activities of each story are interdependent, the entire story may not be grasped in one reading of the enclosed instructions. Parents and teachers may wish to refer to "How to Play JENNY OF THE PRAIRIE," page 17.

VIVID GRAPHICS

Rhiannon graphics are simple enough to encourage imagination, yet complete enough to draw recognition. The scenery unfolds at a rate the eye can follow, a feature that girls especially find engaging. As the "map" of each game is revealed screen by screen, children can enjoy traveling the colorful and varied landscape to explore new places. On a monochrome monitor you will have to look carefully to discover water sources.

At every opportunity, Rhiannon Adventure Stories encourage and reward experimentation. Children cannot damage or discontinue the program by making "mistakes." "Error messages" provide objective information about the structure and limitations of the program. Some logical or intuitive experiments not explicitly suggested in the documentation will yield surprising and rewarding outcomes.

At Rhiannon, we think children should have fun learning what computers can do!

Lucy Werth Ewell obtained a degree in mathematics from the University of Tennessee and has worked in software design and development for fifteen years. She is currently a consultant in market research systems based in Richmond, Virginia.

Elizabeth R. Stott, Ph.D., is a counseling psychologist and consultant in Richmond, Virginia. While working to create the Rhiannon programs she has also designed workshops to introduce teachers to computers and to sensitize them to the cultural influences that can hinder girls from developing computer competence.

Lucy and Elizabeth have decided to "do something about the problem of girls and computers" and are working together professionally to address the emerging issue of equity in computer access.

HOW TO PLAY JENNY OF THE PRAIRIE™

A child can begin to use the program with the Reference Card only. If additional assistance is necessary, these suggestions may be helpful:

Tear out the perforated Reference Card in the back of this package to refer to while playing the game. It contains, in condensed form, all the information needed to use the program.

After the program is loaded (see "To Start the Game" on the card in the front of this package), a title screen appears. To encourage exploration with the computer, suggest that your child experiment with the keyboard.

Lock in the uppercase key on the keyboard.

The sound option provides audible cues in the game (e.g., the approach of dangerous animals).

Levels of Difficulty

There are three levels of difficulty to choose from in the program. We recommend Level 1 for beginners and younger children.

LEVEL 1

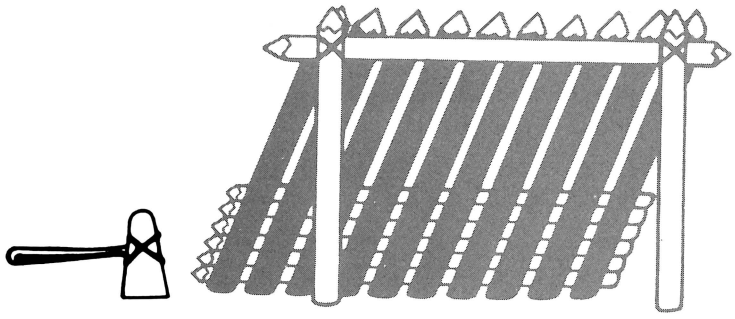
Jenny has no time limits and the prairie map remains the same each time. Dangers and tools appear in the same area each time.

LEVEL 2

The map of the prairie remains the same, tools appear in the same area each time, but dangers can appear anywhere. After three light snows the blizzard arrives and the game is over.

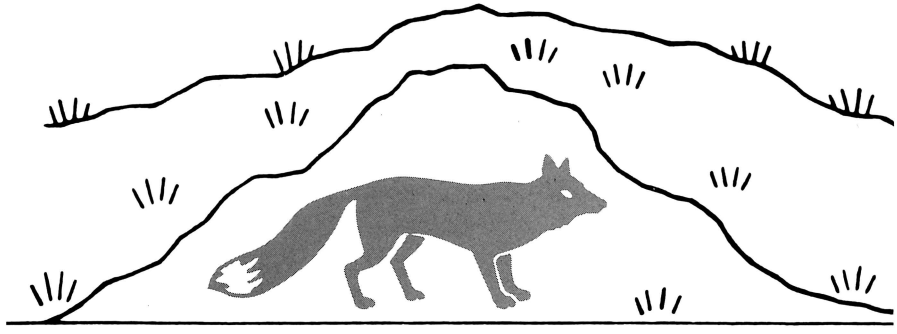
LEVEL 3

Dangers and tools can appear anywhere, rabbits and fish are harder to catch, and the map of the prairie is rearranged each time. Snow flurries appear irregularly before the blizzard arrives and the game is over.



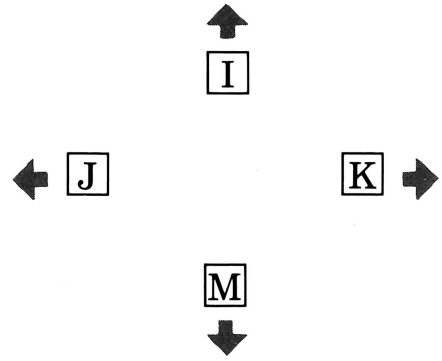
A Place to Live

Jenny must choose at the start of the game where she wants to live during the winter. She can live in a small cave, but must first tame the fox that already lives there by offering it an apple and waiting patiently to see what it does. If she moves too quickly, the fox will run away and she will have to try to tame it all over again. Or Jenny can build a lean-to in the clearing. She needs to find a hatchet and chop 13 logs. She then must carry them to a smooth place in the clearing to build her lean-to.



Moving Jenny

To move Jenny around the nine-screen prairie map, use these special keys:



Jenny begins her search for food, clothing, and shelter in the center scene, called The Paths. She can explore the area to find a good fishing creek, a wheat field, an apple orchard, a rabbit field, and even a fox's den. It's a good idea to keep track of the places Jenny explores.

Remember that whenever Jenny gets thirsty, she must stop what she is doing and drink some water before she can do anything else. On a monochrome monitor, water sources may not be easily recognizable. Test each likely area for water sources.

Jenny needs to collect 40 points of food for energy during the summer before she can start making a shelter or storing extra food for the winter.

JENNY OF THE PRAIRIE Command Keys:

[U] to pick Up

[D] to put Down

[C] to Chop wood

[O] to aim left with the slingshot or spear

[P] to aim right with the slingshot or spear

[R] to Release the slingshot or spear

JENNY OF THE PRAIRIE Help Keys:

[H] tells what Jenny is Holding

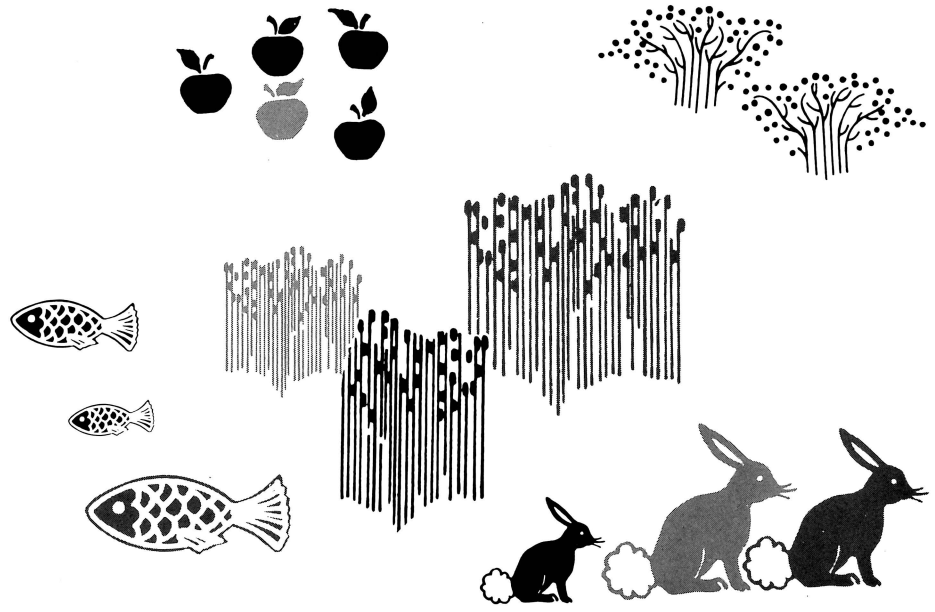
[L] lets you Look around to remember what Jenny has left on the ground in any particular scene

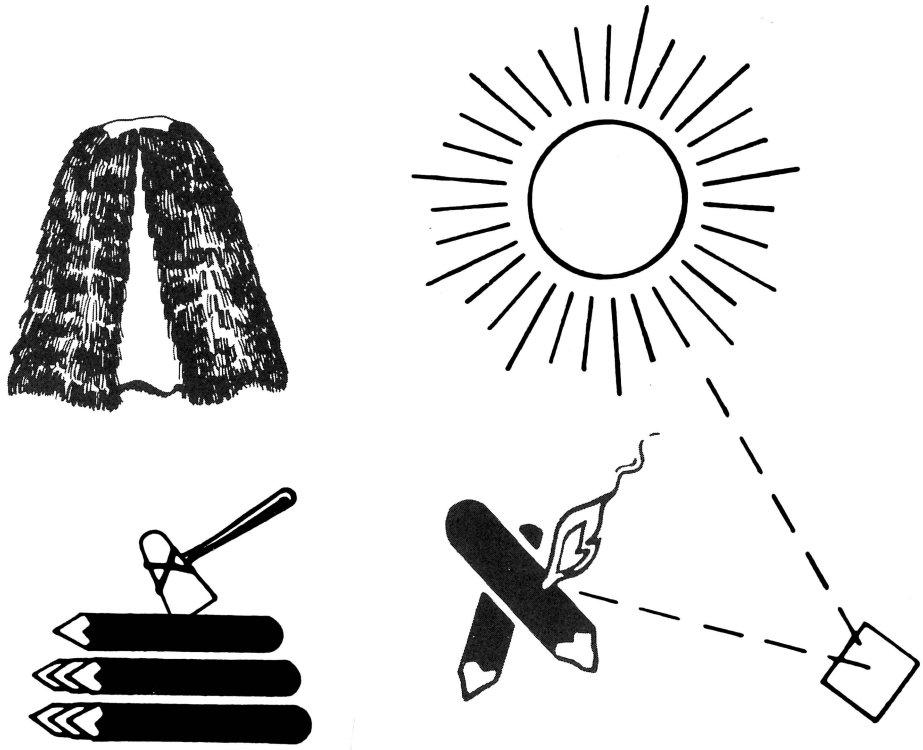
[S] tells Jenny's Score for firewood, food, and clothing

The program "dictionary" is flexible enough to allow your child to experiment when entering responses to the program.

Gathering Food

Jenny can pick tart, juicy apples (2 points each) from apple trees and carry 10 at a time without tearing her apron. Luscious edible berries (1 point each) grow on the bushes near the stream. Jenny will have to search for a fishing spear left behind by other pioneers before she can catch fish (7 points each) in the creek. To catch rabbits for both food (5 points each) and clothing (10 points each), Jenny needs to find a slingshot and hike to the rabbit field. She has to aim carefully because those rabbits hop around awfully fast! Jenny can also collect wheat (2 points each handful) to cook porridge and pancakes over the fire. After she has eaten 40 points of food to give her enough energy to survive the summer, she must begin to store 100 points of food at her shelter in order to be prepared for the long, hard winter.





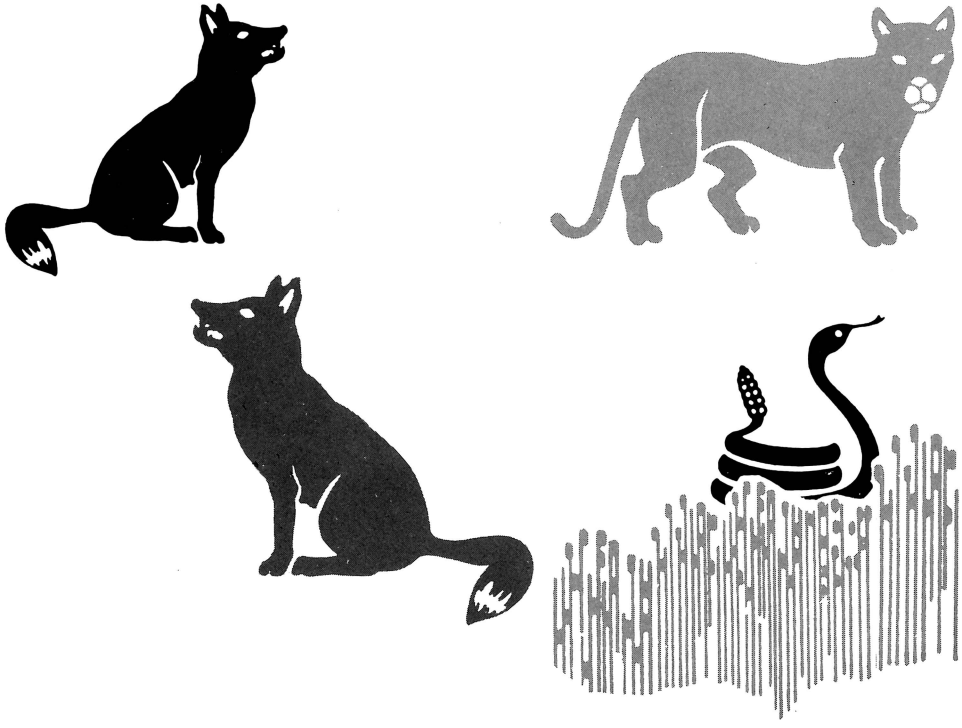
Keeping Warm on the Prairie

Snowy winters on the prairie are dazzling to see but are bitterly cold. Jenny needs plenty of wood (100 points of firewood stacked in her woodpile) to keep the flame of her fire burning. First, she must find the hatchet left by previous travelers. With the hatchet she can chop wood from the trees in the clearing. The gingham dress Jenny is wearing now will not be warm enough as the season changes. But with 10 rabbit pelts she can stitch together a furry, warm cape for extra protection from the cold. She can catch rabbits in the rabbit field with the slingshot and carry them back to her shelter to make the cape. If Jenny decides not to shoot the rabbits, she can chop an extra 150 points of firewood, since she will be very chilly in her gingham dress.

Watching Out for Dangerous Animals

Jenny must remember the wagoneers' warning that the prairie can be a dangerous place. She has to watch out constantly for wild animals. She can easily hear the warning of a rattlesnake and the howl of the coyotes, but must stay on her guard for the stealthy mountain lions. She has no tools powerful enough to defend herself against these wild animals, so she must run away quickly. If Jenny is too slow, they will get her and the game is over.

Jenny needs to be prepared to survive the approaching winter before the big blizzard begins, but she also likes to go to the meadow and pick wild flowers. If she decorates her shelter with flowers, she will be much cozier in her winter home as she waits for the arrival of spring.



About the Rhiannon Adventure Story Series

Meet Jenny, Clair, Chelsea, and Lauren. Every girl should have friends like these.

JENNY OF THE PRAIRIE is the story of a plucky pioneer girl who becomes separated from her covered wagon train and must face the advancing winter alone. Jenny's job is to gather nature's provisions from a hazardous environment.

CAVE GIRL CLAIR loves to wade through the tall grasses to watch the gigantic Woolly Mammoth. Her survival depends on skillful fire-tending and seasonal gathering of food and medicinal plants.

CHELSEA OF THE SOUTH SEA ISLANDS is a 19th-century British girl stranded on a small Pacific island while traveling from New Zealand to boarding school in England. With her pet kiwi, she explores for native treasures and confronts tropical dangers.

LAUREN OF THE 25TH CENTURY lives on a sun-baked desert outpost in northwestern Africa. With her sturdy camel and pocket computer, she is determined to fulfill the requirements for "The Order of the Sun."

When a girl sits down to have some fun with Jenny, Clair, Chelsea, or Lauren, she's not just playing games. She's learning. She's using her imagination. And at the same time, she's entering the computer age.

Rhiannon Software / Adventure Stories for Girls

JENNY OF THE PRAIRIE

WARRANTY

Addison-Wesley warrants the enclosed software diskette to be free from defects in material and faulty workmanship under normal use and service for a period of 30 days from date of purchase. If a defect in the diskette is noticed, you are entitled to receive a replacement diskette free of charge, upon returning the damaged diskette to:

Addison-Wesley Publishing Company, Inc.

Microcomputer Books and Consumer Software

ATTN: Software Support

Reading, MA 01867

If you are having trouble with your software, refer to the Troubleshooting section in the front of this package. If you need further program assistance, call our toll-free number, 1-800-238-3801, between 9:00 A.M. and 5:00 P.M. Eastern Time, Monday through Friday.

LEVELS OF DIFFICULTY

LEVEL 1

There is no time limit for Jenny's tasks and the map of the prairie remains the same each time. Dangers and tools appear in the same areas each time.

LEVEL 2

The map of the prairie remains the same, tools appear in the same areas each time, but dangers can appear anywhere. After three light snows the blizzard arrives and the game is over.

LEVEL 3

Dangers and tools may appear anywhere, rabbits and fish are harder to catch, and the map of the prairie is rearranged each time. Snow flurries appear irregularly before the blizzard arrives.

Bonus: When using Levels 2 and 3, you can win a special graphics display if Jenny finishes her tasks and decorates her shelter with 20 flowers from the meadow.

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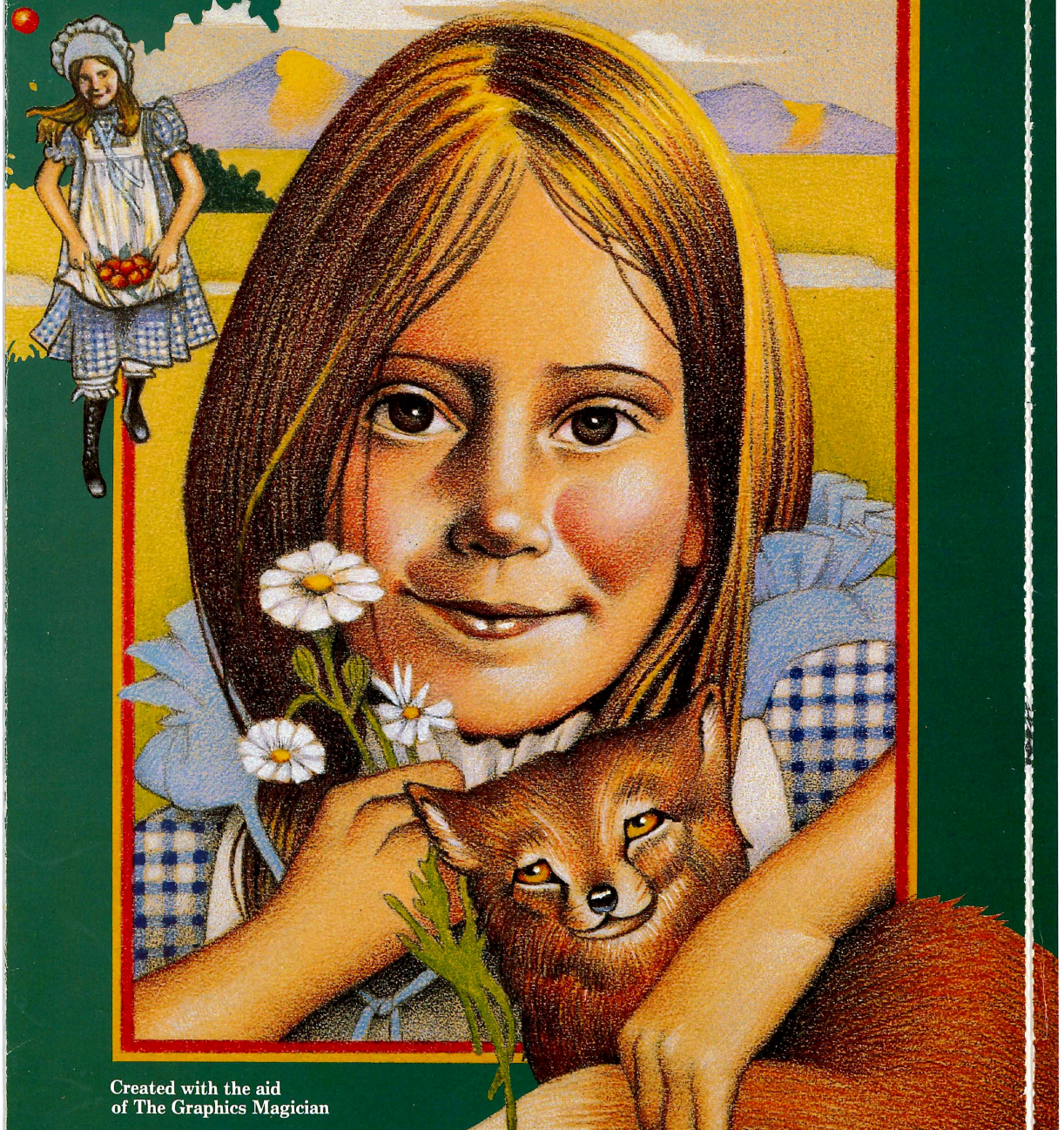
Addison-Wesley Publishing Company

Rhiannon Software /Adventure Stories for Girls

JENNY OF THE PRAIRIE™



Created with the aid
of The Graphics Magician

Jenny of the Prairie (Reference Card)

When Jenny becomes separated from her covered wagon train, the adventure begins. Alone on the prairie, the plucky pioneer girl must find food, water, and shelter. Wild animals threaten and the winter blizzards are close at hand. Jenny needs your help. Can she survive until spring?

Jenny's tasks can be accomplished by using these special keys.

To move Jenny, use:

[I] ↑ (up) [J] ← (left) [K] → (right) [M] ↓ (down)

Command keys to use:

[U] to pick "up"

[D] to put "down"

[C] to "chop" wood

[O] to aim the slingshot or fishing spear left

[P] to aim the slingshot or fishing spear right

[R] to "release" the slingshot or fishing spear

These keys will help you keep track of Jenny's progress:

[H] tells you what she is Holding

[L] lets you Look around to remember what Jenny has left on the ground in that scene

[S] tells Jenny's Score for firewood, food, and clothing

Apple II users can use the Repeat key to help Jenny move more quickly.

GATHERING FOOD

Jenny needs to eat 40 points of food to survive the summer before starting other tasks. Then she must store 100 points at her shelter to be ready for winter.

Apples: 2 points each, which she picks from apple trees; she can carry 10 at once.

Berries: 1 point each, which she picks from berry bushes; she can hold 15 at once.

Fish: 7 points each, which she catches with a fishing spear; she can carry 4 fish at one time.

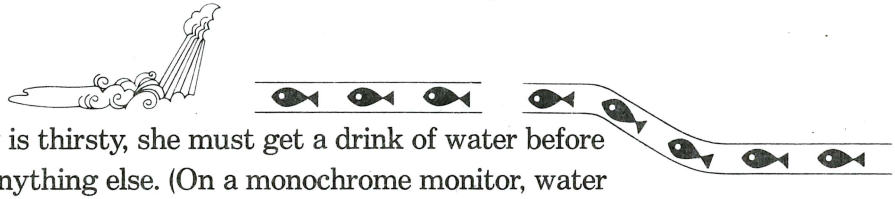
Rabbits: 5 points each, which she hits with a slingshot (also worth 10 points for clothing); she can carry 2 rabbits at one time.

Wheat: 2 points each handful, which she picks in the wheat field; she can carry 10 handfuls at once.

TOOLS

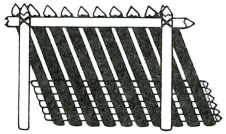
If Jenny searches carefully, she can find a hatchet, a slingshot, and a fishing spear left by previous travelers. She can use them to chop wood and catch food.

WATER



When Jenny is thirsty, she must get a drink of water before she can do anything else. (On a monochrome monitor, water sources may not be easily recognizable. Test each likely area for water sources.)

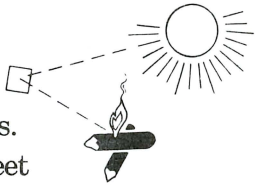
A PLACE TO LIVE



Jenny may choose to live in a small cave with a fox or to build her own lean-to. To occupy the cave, she must tame the fox by offering it an apple. If she moves too quickly, the fox will be frightened and run away. She may choose instead to build a lean-to. She must chop 13 logs and place them in the center of the clearing.

KEEPING WARM

Jenny needs to chop and stack 100 points of firewood by her shelter. Each log counts 5 points. To start a fire, she places at least 2 logs at her feet and reflects the sun onto the logs with her pocket mirror.



JENNY'S RABBIT-FUR CAPE

To make a furry rabbit cape, Jenny needs to store 100 clothing points. If she decides not to shoot the rabbits, she can chop an extra 150 points of firewood, since she will be very chilly in her gingham dress.

PRAIRIE DANGERS

At any time Jenny could be threatened by a rattlesnake, a pack of coyotes, or a mountain lion. She does not have any tools powerful enough to defend herself from them and must run away. If she doesn't run away fast enough, they will get her and the game is over.

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When Jenny becomes separated from her wagon train, the adventure begins. Alone on the prairie, the plucky pioneer girl must find food. Water. And shelter. Wild animals threaten and the winter blizzards are close at hand. Jenny needs your help. Can she survive until spring?

Rhiannon adventure stories are fun for everyone, but they were specifically designed for girls. Unlike alien-zapping arcade games, Rhiannon software encourages creativity and problem solving. Each self-paced adventure has a strong female character. Vivid color graphics. And a carefully researched setting. When a girl enters the world of Rhiannon software, she's not just playing games.

SUGGESTED FOR AGES 7–12

ADDISON-WESLEY PUBLISHING COMPANY

JENNY OF THE PRAIRIE

Rhiannon Software

Addison-Wesley